

Attorney docket TAIW 155

**IN THE SPECIFICATION**

Please amend lines 12-21 on page 5 as follows:

After the 3D model is textured with the image, if there are other images to be extracted and mapped onto the model, they are processed with the following three-level procedure, the image-level adjustments (step 104), the texture-level adjustments (step 105), and the pixel-level adjustments (step 106). Please refer to FIG. 2. Before two images are combined, the method first divides the 3D textured model and the image into projections of several polygons (step 201). The method converts the image and the texture mapping to a common spatial coordinate system. Of course, the same spatial coordinates have to be used during the division transformation. The overlapped polygons are then extracted (step 202). These overlapped polygons are used to compute the statistics of the brightness of the pixels (step 203). Then, the pixel intensity of the whole image is adjusted according to (step 204). The formula for this adjustment is as follows:

$$I'_s(x, y) = I_s(x, y) - \mu_s + \mu_b,$$

where  $\mu_s$  is the averaged pixel intensity of the overlapped polygons on the 3D model;  $\mu_b$  is the averaged pixel intensity of the overlapped polygon of the input image;  $I_s(x, y)$  is the pixel intensity of each point on the 3D model;  $I'_s(x, y)$  is the adjusted pixel intensity of each point on the 3D model.